Topics Covered

(NB: This list is not intended to be a complete list...)

Solving linear systems
- ↳ Gauss-Jordan Elimination
- ↳ Row reduction and RREF matrices

Geometry and linear systems
- ↳ dot product/angle formula.

Matrices and Matrix operations
- ↳ addition, scalar multiplication, matrix product, transpose

Vector spaces
- ↳ subspaces and subspace test — $S \subseteq V$ w/ $S \ni \vec{0}$ and $ax + by \in S$ for all scalar a, b and all $x, y \in S$. $\Rightarrow S \leq V$
- ↳ span and linear independence — $S \subseteq V$ is lin. ind. when $\sum c_i s_i = 0 \Rightarrow c_i = 0$ for all i
- ↳ * Bases and dimension

Linear maps
- ↳ linearity condition
- ↳ kernel and range spaces ($\approx$ null and column spaces)
- ↳ injectivity and surjectivity. — L is inj iff $\ker(L) = 0$
- ↳ Matrix representation
- ↳ Rank-Nullity Theorem ⇝ $\operatorname{rank}(L) + \operatorname{nullity}(L) = \dim(\operatorname{dom}(L))$
- ↳ Linear operators * $L : V \to V$

More on Matrices
- ↳ determinant
- ↳ elementary matrices *
- ↳ inversion of matrices

* Change of Basis

Eigenspaces

↳ Characteristic polynomial

↳ eigenvalues and eigenvectors

↳ Complex vector spaces

Diagonalization of matrices / linear operators

↳ Similar matrices ⇝ $B = PAP^{-1}$

↳ diagonalizability. ⇝ $M = PDP^{-1}$

Orthogonality (in $\mathbb{R}^n$).

↳ orthogonal projection

* ↳ orthogonal complement $\boxed{Col(M)^{\perp} = null(M^T)}$

↳ Gram-Schmidt process *

↳ orthogonal matrices $A^{-1} = A^T$ (i.e. $A^T A = I$)

Symmetric Matrices ⇝ $A^T = A$

* ↳ Transpose ⇝ $(AB)^T = B^T A^T$, $(A+B)^T = A^T + B^T$ ...

* ↳ Real symmetric matrices have all eigenvalues real.

↳ Orthogonal diagonalizability $M = QDQ^T$ for Q orthogonal, D diagonal.

↳ $\boxed{\text{M symmetric iff M ortho. diag'able.}}$

$\ker(L)$ = kernel of a linear map.

$= \{ v \in \mathrm{dom}(L) : L(v) = 0 \}$

$\mathrm{null}(M)$ = null space of matrix M

= Solution set to $M\vec{x} = 0$

$= \ker(L_M)$ where $\underline{\underline{\mathrm{Rep}_{\mathcal{E}_n, \mathcal{E}_m}(L_M) = M}}$.

Point: kernel is associated to a linear map, whereas null space is associated to a matrix.

↳ often to compute a kernel of a linear map, we first compute the null space of an associated matrix, and then we convert that back into a kernel.

Ex: The linear map $L : \mathcal{P}_3(\mathbb{R}) \longrightarrow \mathbb{R}^3$ given by

$$L(a_0 + a_1 x + a_2 x^2 + a_3 x^3) = \begin{pmatrix} a_0 + a_1 \\ a_1 + a_3 \\ a_0 + a_3 \end{pmatrix}.$$

to compute $\ker(L)$, we will compute null space of an associated matrix. Let $\mathcal{B} = \{1, x, x^2, x^3\} \subseteq \mathcal{P}_3(\mathbb{R})$.

w.r.t. $\mathcal{B}$, L is represented by:

$$\left[[L(1)]_{\mathcal{E}_3} \,\middle|\, [L(x)]_{\mathcal{E}_3} \,\middle|\, [L(x^2)]_{\mathcal{E}_3} \,\middle|\, [L(x^3)]_{\mathcal{E}_3} \right].$$

$$= \begin{array}{c} \begin{matrix} a_0 & a_1 & a_2 & a_3 \end{matrix} \\ \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \end{bmatrix} \end{array} = M.$$

$$\mathrm{null}(M) = \mathrm{null} \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \end{bmatrix} = \mathrm{null} \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & -1 & 0 & 0 \end{bmatrix} = \mathrm{null} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{bmatrix}$$

$$= \text{null}\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \rightsquigarrow \begin{cases} a_0 = 0 \\ a_1 = 0 \\ a_2 = t \\ a_3 = 0 \end{cases} \leftarrow$$

$$\therefore \ker(L) = \{ v \in \mathcal{P}_3(\mathbb{R}) : a_0 + a_1 x + a_2 x^2 + a_3 x^3 = v, \ a_0 = 0, \ a_1 = 0, \ a_2 = t \in \mathbb{R}, \ a_3 = 0 \}$$

$$= \{ t x^2 : t \in \mathbb{R} \} \leq \mathcal{P}_3(\mathbb{R}). \leftarrow$$

indicates

by contrast: $\text{null}\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \left\{ \begin{bmatrix} 0 \\ 0 \\ t \\ 0 \end{bmatrix} \in \mathbb{R}^4 : t \in \mathbb{R} \right\} \leq \mathbb{R}^4$

M an $m \times n$ matrix can represent a linear map from an n-dimensional space to an m-dimensional space.

Ex: Let $M = \begin{bmatrix} 2 & 2 & 4 \\ 1 & 0 & 1 \\ 3 & 0 & 2 \end{bmatrix}$.

$\hookrightarrow$ Rmk: $\text{null}(M) = \ker(L_M)$ where $L_M : \mathbb{R}^n \to \mathbb{R}^m$ has $L_M(x) = Mx$.

and $\text{col}(M) = \text{ran}(L_M)$ (same L_M as above)

Sol: To compute these, we compute $\text{RREF}(M)$ because:

$\text{null}(M) = \text{null}(\text{RREF}(M))$ AND

$\text{col}(M)$ has basis the columns of M corresp. to leading 1's in $\text{RREF}(M)$.

$$\begin{bmatrix} 2 & 2 & 4 \\ 1 & 0 & 1 \\ 3 & 0 & 2 \end{bmatrix} \rightsquigarrow \begin{bmatrix} 1 & 0 & 1 \\ 2 & 2 & 4 \\ 3 & 0 & 2 \end{bmatrix} \rightsquigarrow \begin{bmatrix} 1 & 0 & 1 \\ 0 & 2 & 2 \\ 0 & 0 & -1 \end{bmatrix} \rightsquigarrow \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix} \rightsquigarrow \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$\therefore \text{null}(M) = \text{null}(I_3)$ has $\begin{cases} x = 0 \\ y = 0 \\ z = 0 \end{cases}$ so $\text{null}(M) = \left\{ \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \right\}$

has basis $\boxed{\emptyset}$. $col(M)$ has basis $\left\{ \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}, \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 4 \\ 1 \\ 2 \end{bmatrix} \right\}$.

Can't be simplified... row operations change column spaces...

Ex: $\begin{bmatrix} 1 & 0 & 1 \\ -1 & 5 & -2 \\ 0 & 5 & -1 \end{bmatrix}$ ←

Remark: $nullity(L_M) = 0 = \dim(null(M))$

$rank(L_M) = 3 = \dim(col(M))$

so $\dim(\mathbb{R}^3) = 3 = 0 + 3 = nullity(L_M) + rank(L_M)$

$nullity(L_M) = 1$, $rank(L_M) = 2$. (check...).

L is injective when for all $x, y \in dom(L)$ we have $L(x) = L(y)$ implies $x = y$. $\star$

"distinct inputs map to distinct outputs"

$L : V \to W$ is injective if and only if $ker(L) = 0$.

linear.

L is surjective when for all $y \in cod(L)$ there is an $x \in dom(L)$ such that $L(x) = y$.

" every element of the codomain is an output".

Rank-Nullity Thm: $rank(L) + nullity(L) = \dim(dom(L))$.

if $rank(L) = \dim(cod(L))$, then L is surjective.

L is bijective when it is both surjective and injective.

↳ Linear L is bijective iff L is an isomorphism..